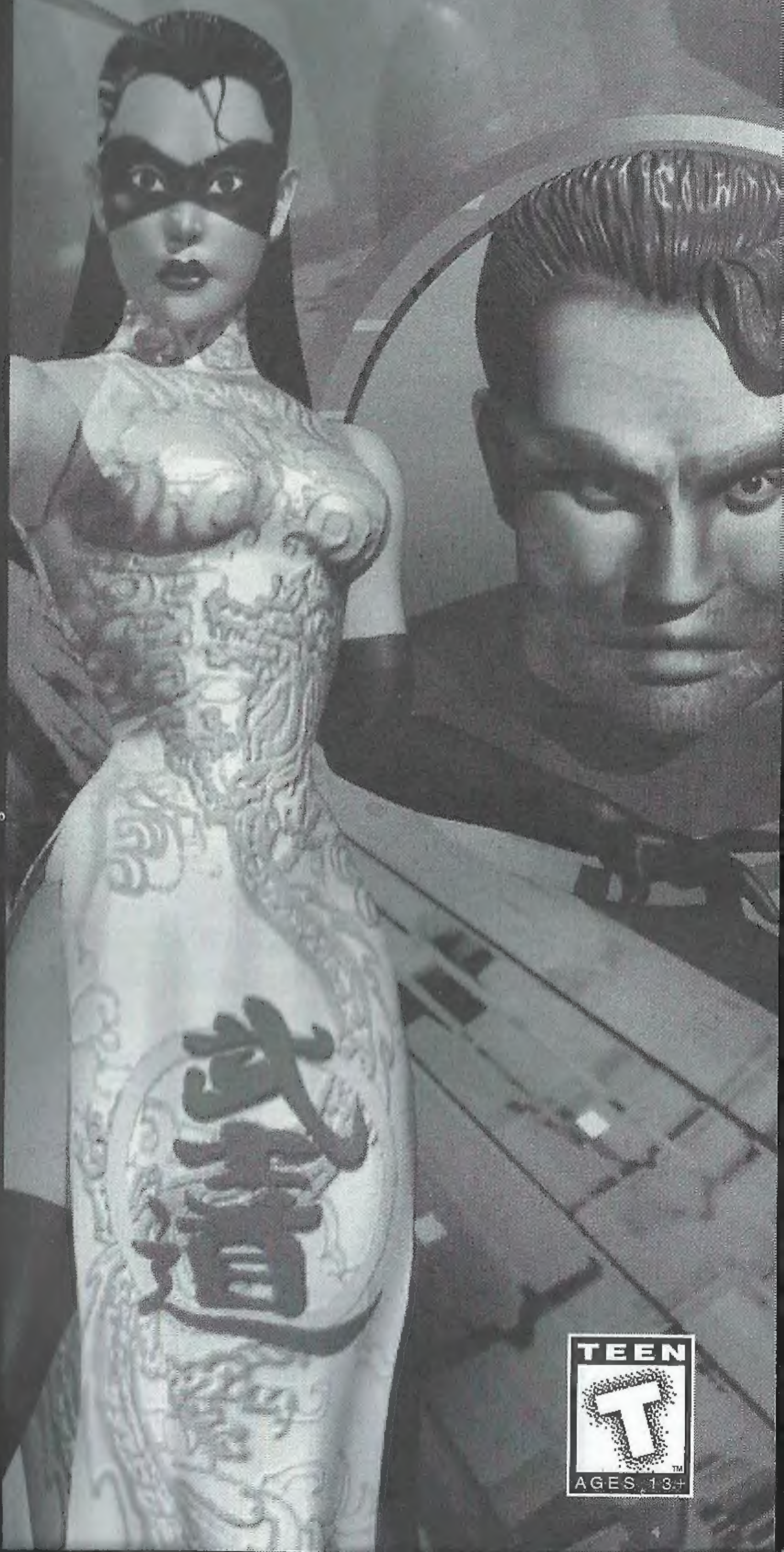


SEGA®

★ P=ERTS™

SEGA®
GENESIS
INSTRUCTION MANUAL



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ☐ Do not bend it, crush it or submerge it in liquids.
- ☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☐ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

For More Information, Visit Sega's Internet Sites at:

web site: <http://www.segaoa.com>

ftp site: [ftp.segaoa.com](ftp://segaoa.com)

email: webmaster@segaoa.com

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(live) Must be 18 or have parental permission.

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GETTING STARTED

1. Set up your Sega Genesis System™ as described in its instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis Console.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Genesis Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

HANDLING YOUR SEGA GENESIS CARTRIDGE

- This cartridge is intended for use exclusively with the Sega™ Genesis System™.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

YOUR ASSIGNMENT

A terrorist faction has overtaken a top-secret sub-oceanic research and weapons development center — code named AQUA. Their mission is unknown. JANUS, an acronym for JAPAN/NETHERLANDS/UNITED STATES, has enlisted the X-PERTS to take it back.

Your mission is to guide your team of X-PERTS and thwart the terrorist's plans.

The X-PERTS are made up of three highly trained Secret Agents, each possessing individual strengths and weaknesses. You will be able to control and monitor their actions using RECOM, an elaborate transmission device created by Dr. Tashile Claudel, a member of your team.

You will achieve your goal by following Missions given to you by HQ or your teammate Theo.

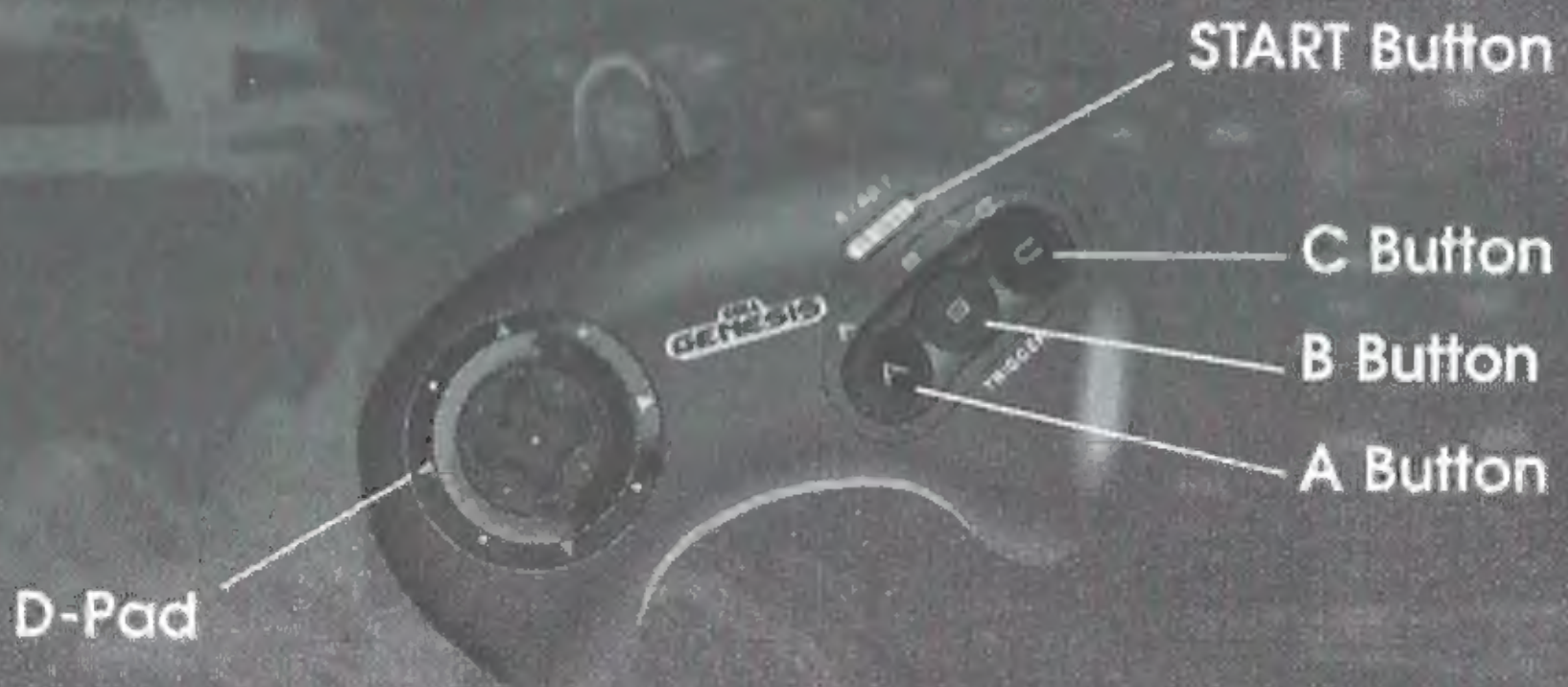
That is all for now. Read on for complete Mission dynamics and other essential information.

Good luck.

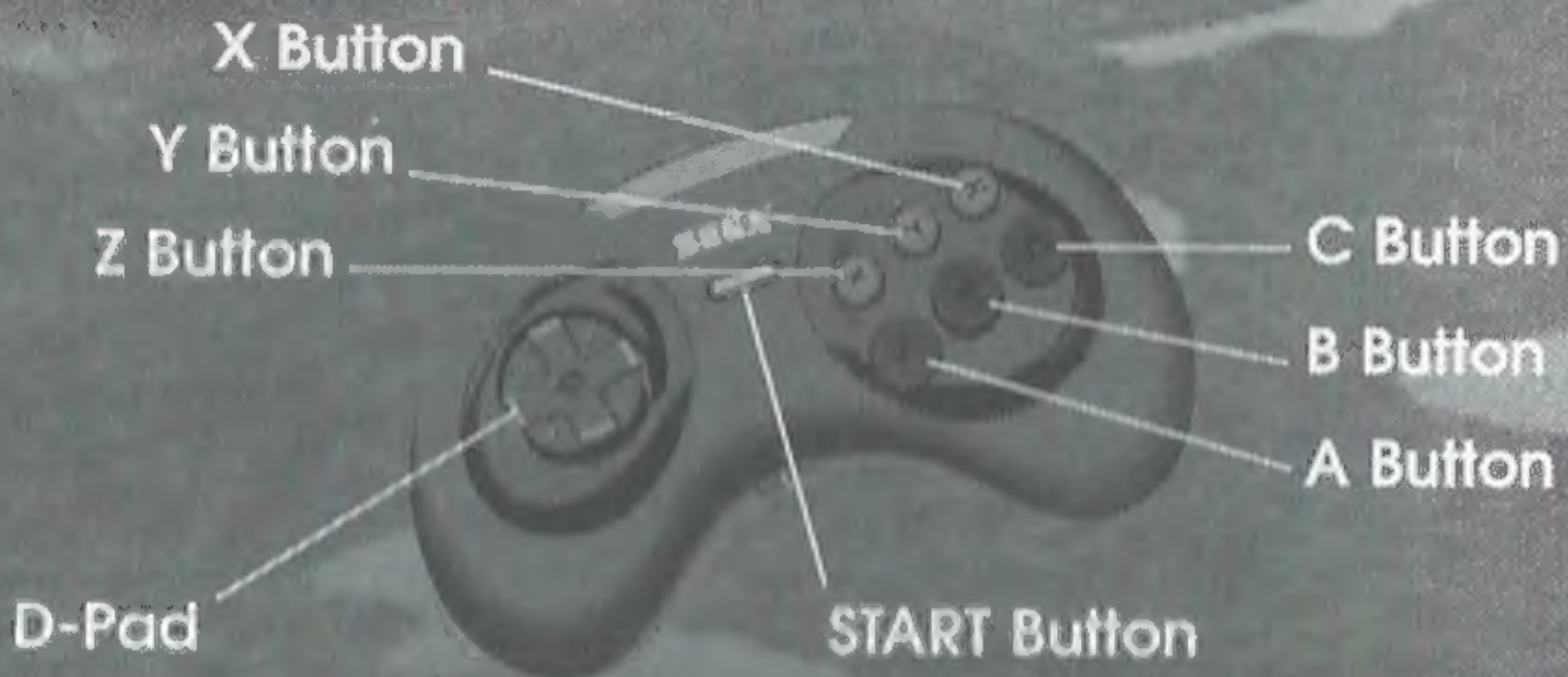
HQ.

CONTROLS

3-Button Controller



6-Button Controller



Standard Character Controls

3-Button Controls

START
Access RECOM.

D-PAD LEFT or RIGHT
moves the team member you are controlling in that direction. Also used with Buttons to perform specific moves.

A BUTTON
Punch/Fire Weapons

B BUTTON

Kick

C BUTTON

Block

A+B

Draw/Holster Weapon

B+C

Activate System

2 D-Pad taps, press A+C

Initiate Torture

6-Button Controls

START

Access RECOM.

D-Pad LEFT or RIGHT

moves the team member you are controlling in that direction. Also used with Buttons to perform specific moves.

A BUTTON

Punch/Fire Weapons

B BUTTON

Kick

C BUTTON

Block

2 D-Pad taps, press A+C

Initiate Torture

X Button

Draw/Holster Weapon

Y Button

Activate System

Z BUTTON

N/A.

Special Moves

TASHILE

A Button

D-Pad DOWN+A Button

D-Pad UP+A Button

D-Pad FORWARD+A Button

C Button

B Button

D-Pad DOWN+B Button

D-Pad UP+B Button

D-Pad FORWARD+B Button

D-Pad BACK+B Button

Punch

Overhead Bash

Jab

Elbow Cross

Block

Kick

Spinning Sweep Kick

Leaping Kick

Double Kick

Turn-Around Kick

SHADOW

A Button

D-Pad DOWN+A Button

D-Pad UP+A Button

D-Pad FORWARD+A Button

C Button

B Button

D-Pad DOWN+B Button

D-Pad UP+B Button

D-Pad FORWARD+B Button

BACK+B Button

Punch

Low Punch

High Punch

Rush Punch

Block

Kick

Shin Kick

High Kick

Knee Kick

Spin Kick

ZACHARY

A Button

D-Pad DOWN+A Button

D-Pad UP+A Button

D-Pad FORWARD+A Button

C Button

B Button

D-Pad DOWN+B Button

D-Pad UP+B Button

D-Pad FORWARD+B Button

BACK+B Button

Punch

Low Punch

Double Fist Punch

Hook Punch

Block

Kick

Spinning Sweep Kick

Jump Kick

Karate Kick

Spinning Back Kick

TORTURE MOVES

Each team member possesses three Torture Moves. You can use these moves against human enemies, either to instantly kill them, or to coerce them into divulging vital information.

To activate a Torture Move, first stun the enemy with blows to the head and body. The enemy will then become dazed. Before the enemy comes to his senses, tap the D-Pad twice in the direction corresponding to the desired Torture Move. Release the D-Pad and immediately hit the A and C Buttons simultaneously to initiate the Torture Move.

•NOTE: If the brief pause is too brief, the torture component will be bypassed and the enemy will be killed before they can give you any information. If the pause is too long, no special move will occur. It will take practice to get the timing right.

TO INITIATE TORTURE MOVE:

- 1) Press and release the D-Pad.
- 2) Wait a split second.
- 3) Press and release the D-Pad (same direction as first).
- 4) Press the A and C Buttons simultaneously.

Torture Moves—Shadow

D-Pad Forward or Backward
Arm twist/Kick to head

D-Pad UP
Throatgrab/Puncture chest

D-Pad DOWN
Threaten with crossbow/Shoot in head

NOTE: If Shadow has no ammo, D-Pad DOWN does the same as D-Pad UP.

Introduction

D-Pad Forward or Backward

THE

D-Pad UP

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840.

THE FILM FESTIVAL

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第一卷 第一章 第一節

THE UNIVERSITY OF CHICAGO PRESS

U.S. and International - 1997

6. <http://www.fishbase.org>

Chemical structures of 1,2-dichloroethane and 1,1,2,2-tetrachloroethane.

[Faint handwritten notes at the bottom of the page]

$\frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} f(x) e^{-x^2} dx = \frac{1}{\sqrt{\pi}} \int_{-\infty}^{\infty} f(x) e^{-x^2} dx$

[illegible]

RECOM CONTROLS

[illegible]

$\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$
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[illegible]

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Figure 1. The structure of the proposed model.

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to gameplay

MAIN GAME MENU

To make a selection press the D-Pad UP or DOWN to choose an option and press the A Button to enter your selection. The following items appear on the Main Game Menu. Press the B Button to exit any of the sub-menu screens.

Begin New Mission

Here you can begin a new game or proceed with a previously saved game.

Password Entry

Here you can enter your password and continue on a game already in progress. Resume to enter password.

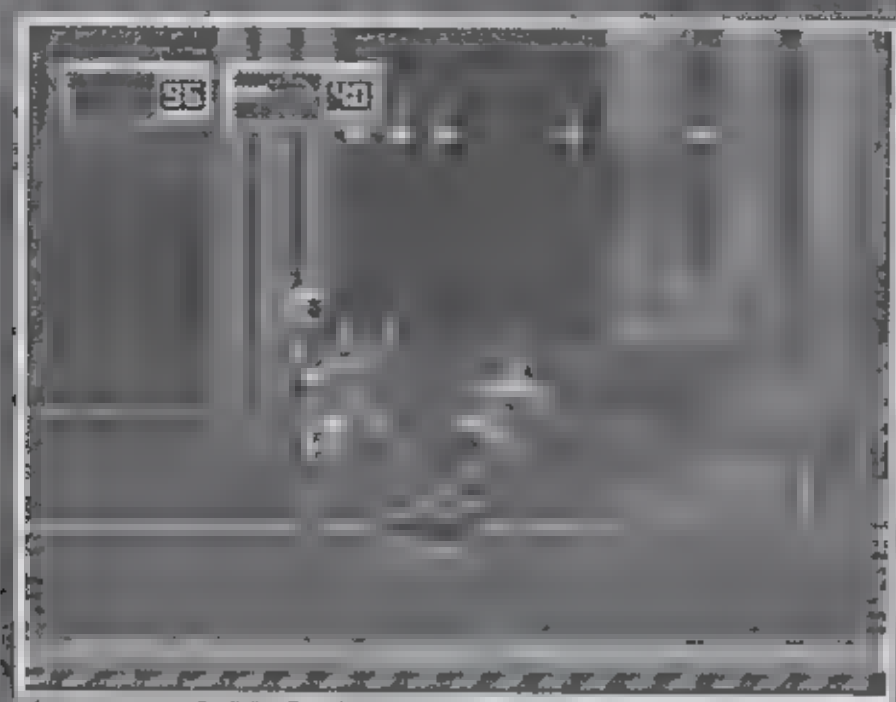
On-Line Data Files

Here you can access information that is used to keep track of JAMES, the Game Computer, and the unit, and System Engineers. Press the D-Pad UP or DOWN to page through the data files.

System Configuration

Here you can access the system configuration. It is the only configuration that is saved permanently to the game. You can change the system configuration at any time. Press the A Button to enter the system configuration. Press the B Button to exit the system configuration. Press the A Button to listen to the sound and press the A Button to listen).

MAIN GAME SCREEN



Health Meter

The health meter is located in the top left corner of the screen. It consists of a horizontal bar with a green fill representing the current health level. The bar is divided into segments, and the current health level is indicated by the number of segments filled. The health meter is also accompanied by a numerical value representing the current health level.

Current Weapon / Ammo Count

The current weapon and ammo count is located in the top right corner of the screen. It displays the name of the current weapon and the number of rounds remaining in the magazine. The ammo count is also accompanied by a numerical value representing the total number of rounds in the magazine.

Message Window

The message window is located in the bottom left corner of the screen. It displays a list of messages from the game, including status reports, enemy sightings, and other important information. The messages are displayed in a scrollable list, and the user can scroll through them to read the full text of each message.

CONTROLLING YOUR TEAM

When you start a mission, the X-Rep's team will be in a single position and will be at a time. You choose the Active Control Mode and the team will be in Active Control Mode. When a character is in Active Control Mode, the others will be in Passive Control Mode. In Passive Control Mode, inactive X-Rep's will be constantly on the defensive.

The enemy that an uncontrolled X-Rep encounters will immediately attack and you will be alerted via

Primary Mission Information

Displays what you are charged for a particular Mission or set of Missions. Most of these Missions are crucial to stopping the Terrorists.

Secondary Mission Information

These Missions can aid your team and prevent further complications to the Mission.

Toggle Icons

This allows you to view or hide icons for the location of the primary and secondary Missions, objectives and members of your team. Use the buttons to toggle your icon visibility (you can also use the icons that are always visible) to show or display, or hide the information.

Moving Characters Via Recon

You can use the Recon button to move your team and Recon into the field. Recon can be used to move your team into the field and to move your team into the field. Recon can be used to move your team into the field and to move your team into the field.

Mission Interrupt

This button can be used to interrupt the Mission. It can be used to interrupt the Mission. It can be used to interrupt the Mission.

Radar Map

The Radar Map displays the current location of the team members, enemies, and objectives. It can be used to display the location of the team members, enemies, and objectives.

SKILL SPECIFICATIONS

All X-PEERS have basic training in all skills required to operate the AQHA complex, with each member specializing in a given area. On their briefing, each member is listed with their top three skills in which they excel. Each skill is defined as follows:

Computer Science:

Essential to operating a computer terminal.

Engineering:

Used to rewire a Power Grid.

Computer Science & Engineering

These skills are combined and used to re-program electronic locks and re-routing elevator panels.

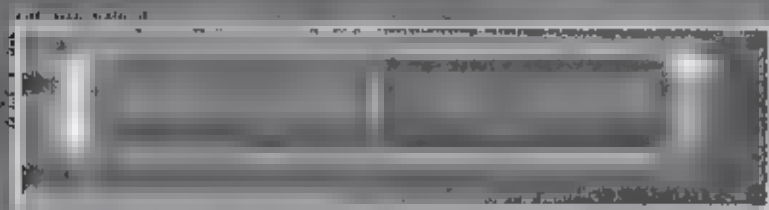
Engineering/Computer Science

These skills are combined and used to re-program the Robot Station.

Martial Arts and Marksmanship

These determine each character's prowess in combat and marksmanship. Higher skills mean better performance in hand-to-hand or weapon combat.

Time Is Of The Essence!



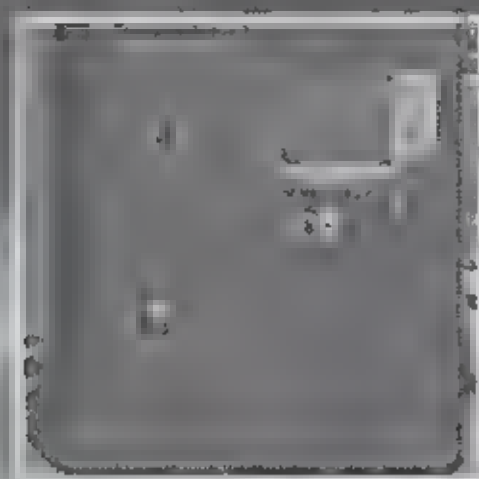
Every task takes a number of seconds to complete depending on the task's difficulty. Each time you attempt a task a progress graph will appear under the member's name at the top of the screen.

Agents' skills decrease the time needed to perform a task. The higher ranked an X-PEER is in a skill, the quicker the X-PEER can perform the task. For example, Zack can re-program a computer much faster than Shadow because Computer Science is Zack's primary skill.

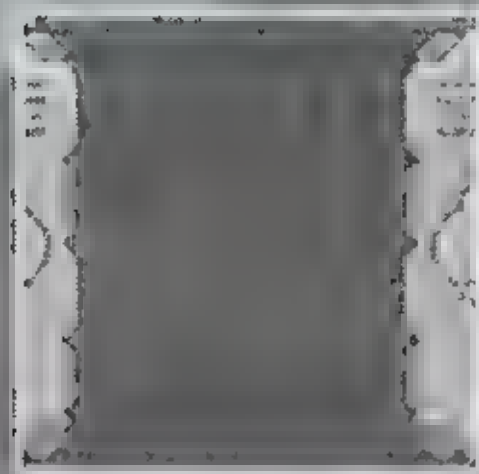
WHAT TO LOOK OUT FOR

There are many places of interest to be seen with on every level. Careful observation will be key to the completion of your Mission objectives, and ultimately the entire Mission.

Forcefields



Because AQUA is an underwater Complex, many of the barriers that have been installed to protect the facility are made of Forcefields. These Forcefields are located in the main hall and some of the smaller rooms. They are invisible to the naked eye, but they will block your path if you are not careful.



Any time you see a glowing barrier, it is a Forcefield. You will need to use your weapons to break through it. Be careful, as the Forcefield will reflect any damage you do to it.

Reloading Station

At several points along the way, you will find a reloading station. Each team member has their type of weapon and can reload their weapon upgrades with help from Theo.

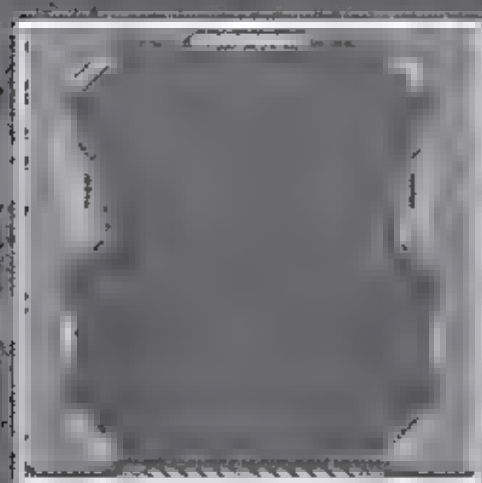
Main Elevator



You can access the elevator by entering the Elevator Console.

The Main Elevator is your only access to the entire complex. Unfortunately, it is also the primary mode of transportation for enemies and robots.

Null-Gravity Shafts



Some wings have access to other wings in the complex via the Null-Grav Shafts. These shafts are experiments in null-gravity fields. Null-Grav Shafts can be used up or down without the aid of a platform.

Power Grids



Power Grids can be turned on or off using the Engineering Skill.

or other areas of the

being large with conduits that have been used for a long time and out of a large status di

down the elevator.

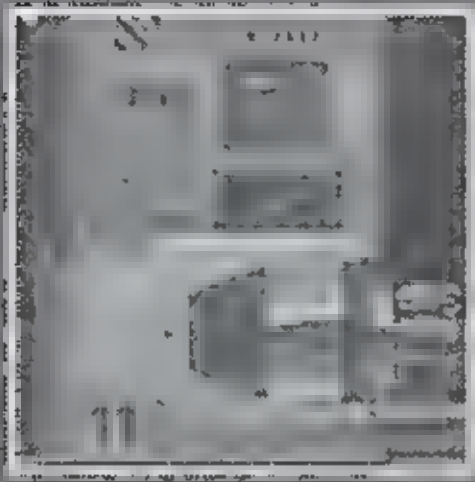
Company: Terminals



Computer Terminals can be used to develop Science Skill.

Terminals are used to access information in the Complex. CTs hold security information and other data about the

Robot Stations

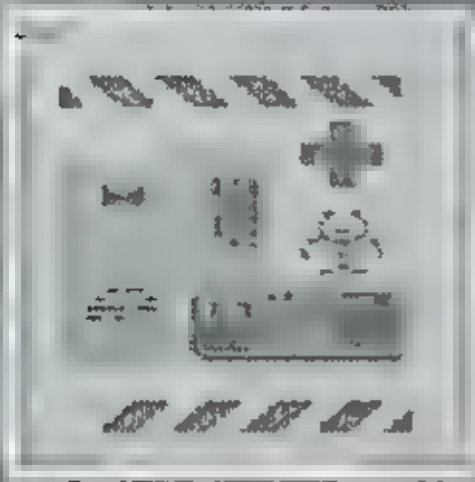


Robot Stations are used primarily to guide small Main Bots to perform tasks and the rest of your team's work.

Robots require good skill to program. Panels for Engineering and Computer Science Skills.

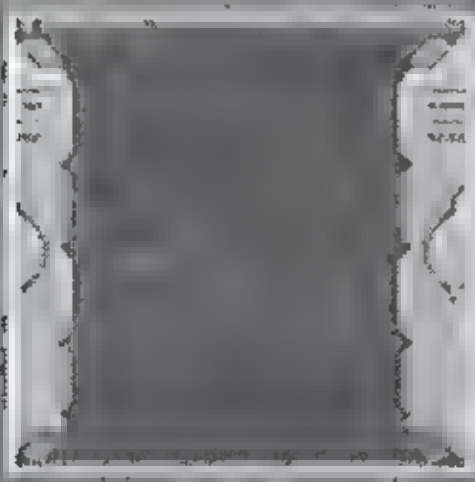
When finished programming the bot, it will go about its duty. A few minutes later the bot will finish its task.

Medical Areas



Medical Areas are used to provide a hospital for all medical. The robot will be able to treat all the various medical conditions and will be able to provide a full medical service.

Engineering



The robot will be able to provide a full engineering service. The robot will be able to provide a full engineering service. The robot will be able to provide a full engineering service.

THE X-PERTS

The following is a profile on each member of your team. Each X-PERT is highly trained and willing to put his/her life on the line.

Tashile Claudel



SKILLS:

Engineering
Computer Science
Martial Arts

MARTIAL ARTS TRAINING:

Tae Kwon Do

WEAPON OF CHOICE Tashile Claudel is armed with a HASE, (Basic Anti-Air Defense System Charge that creates a wall of sound).

BACKGROUND Holds a PhD in Robotic Engineering from MIT. Was recruited into the team after a high-ranking official was kidnapped. She is responsible for the team's computer systems and is the primary contact with RECOM.

Shadow Yamato



SKILLS:

Martial Arts
Marksmanship
Computer Science

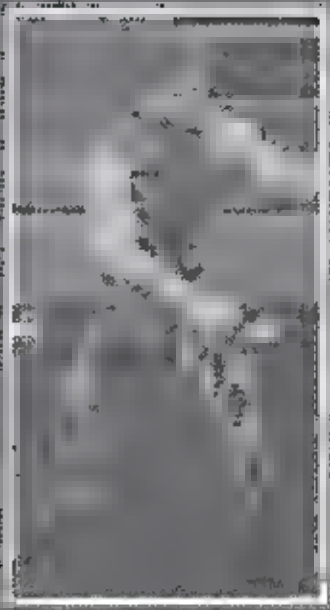
MARTIAL ARTS TRAINING:

Ninjitsu

WEAPON OF CHOICE Shadow Yamato carries a katana.

BACKGROUND Former top assassin for Japan's once-infamous Black Orchid Corporation. Responsible for the eventual fall of the Black Orchid Corporation. Martial Arts trainer for the X-PERTS. She also speaks nine different languages.

Zeroing Taylor

[illegible]

Merke

INDEX

BOOKS

FINCHER

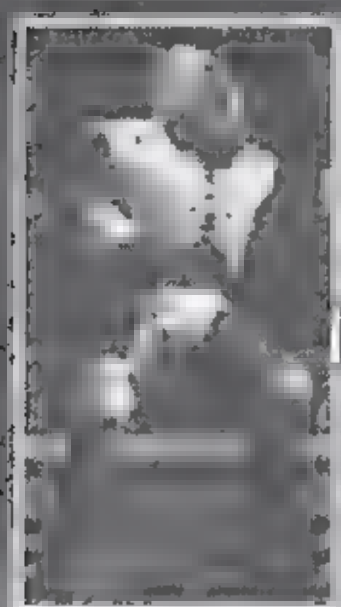
WEAPON OF CHOICE: Smith & Wesson .38 S&W
under vest.

1. 在 $\triangle ABC$ 中， $\angle A = 90^\circ$ ， $\angle B = 30^\circ$ ， $AB = 1$ ，求 BC 的长。

AQUA TERRORISTS

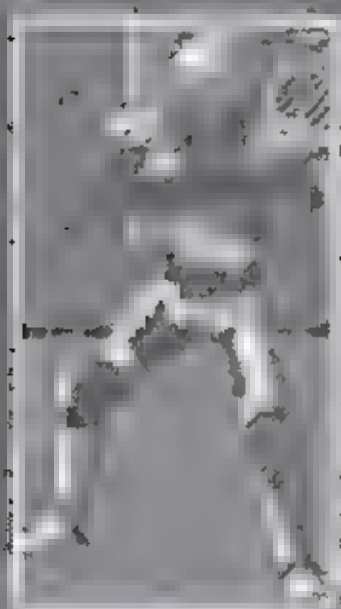
The following is a brief description of each type of terrorist appearing in the Aqua Complex. Aqua terrorists are highly skilled in combat and each possesses his own specialized abilities.

Elite Guards



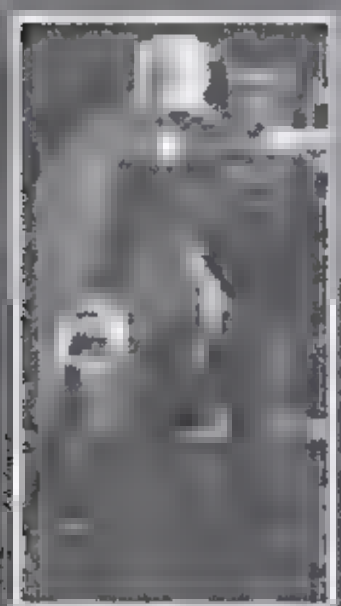
Elite terrorists always are present in all those areas that require the most security. Although these big guns have limited combat moves, they can take lots of punishment, due mainly to protective armor. They also can take time to reload, so beware.

Militia Guards



Militia terrorists take up a large part of the Aqua Complex. Equipped with a variety of different types of weapons, Militia Terrorists won't wait to see the whites of your eyes before attacking. They are also highly trained in hand-to-hand combat. As quick as they are with their rifles, they also are very effective with their fists. They also are highly skilled in the use of their Big Guns.

Scout Guards



Members of Aqua's elite are Scout Terrorists. They carry no armor. Their attack is quick, Shotohan and Ninja. Some to-be-haters with these "ladies" could prove troublesome. Beware.

AQUA COMPLEX

—The Levels

The AQUA COMPLEX is a high, maximum-security defense base divided into three main levels, each further divided into East and West wings.

The following is a brief description of each level:

Level 1:

Maintenance and Repair



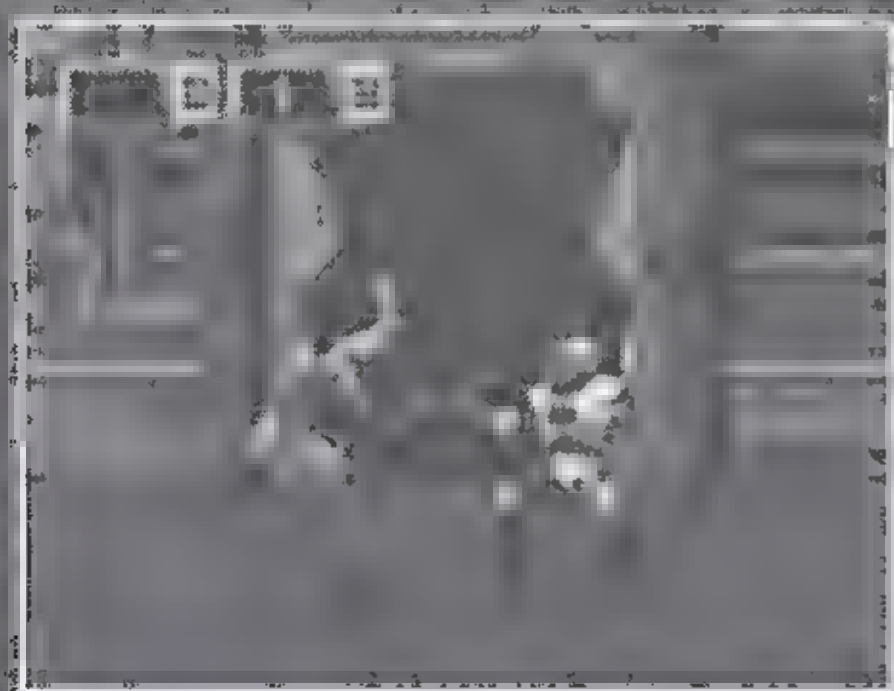
This level is the primary area for maintenance and repair of the complex. It includes the main repair shop, the engine room, and the power plant. The area is divided into several sections, each with its own set of equipment and tools.

The level is also the main area for the storage of spare parts and materials.

The level is also the main area for the storage of spare parts and materials. The level is also the main area for the storage of spare parts and materials.

Levels 2 and 3:

Complex Control



This area is devoted to low-level Complex controls, including the four sections at the main computer core. Electronic banks, Power Grids and Computer Terminals line this area.

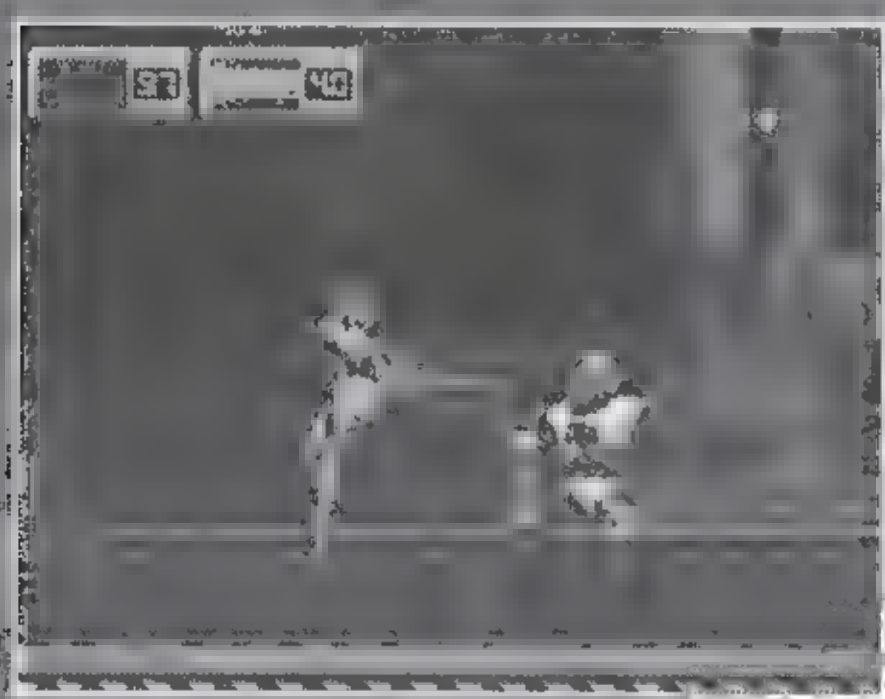
Level 3 and 7: Security and Defense



These levels house all the security systems of the Complex. You'll find rows upon rows of computer terminals here, and a few Armories.

Beware Security and Defense is one of the most viciously held floors by the terrorists. These two areas control station security at a high level, allowing you control over the elevator override, weapon data files and even some control over the activation of robot defense.

Level 4 and 8: Air and Water Purification



These two levels sent your entrance to the Complex. Watch your step as you navigate through the maze of pipes and machinery.

The main water pumps control the flow of water. Many times you may have to open or close these valves to prevent the water from flowing. There are also air filters here, keeping the support flowing.

These two levels provide passage from the sea to the Roof Complex.

Level 8

Science and Robotic Research

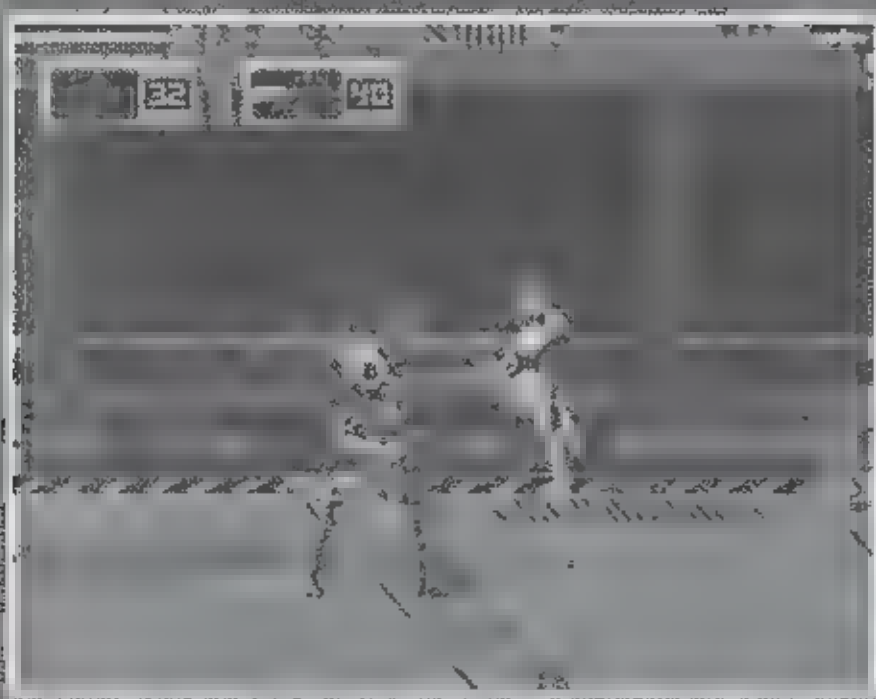


This area contains a variety of research monitors, robot stations and terminals, as well as its own Power Grid. This area contains all the basic prototypes and key elements that were used to create the robots and the technology of the superclass. While this area is not the main focus of the mission, it is a key area for the player to explore.

The mission is a series of events that lead to the final goal of the mission. The player will be required to explore the area, find the key elements, and use them to create the robots and the technology of the superclass. The mission is a series of events that lead to the final goal of the mission.

Level 9

DataComm



This area is the main communication hub of the outside world. RECOM is patched into these areas. Electronic equipment dominates this area.

The floor contains vast amounts of classified and sensitive data. You will be required to find the data and use it to create the robots and the technology of the superclass.

Compared to most the level one area, the enemy team is not as strong. The mission is the outside world.

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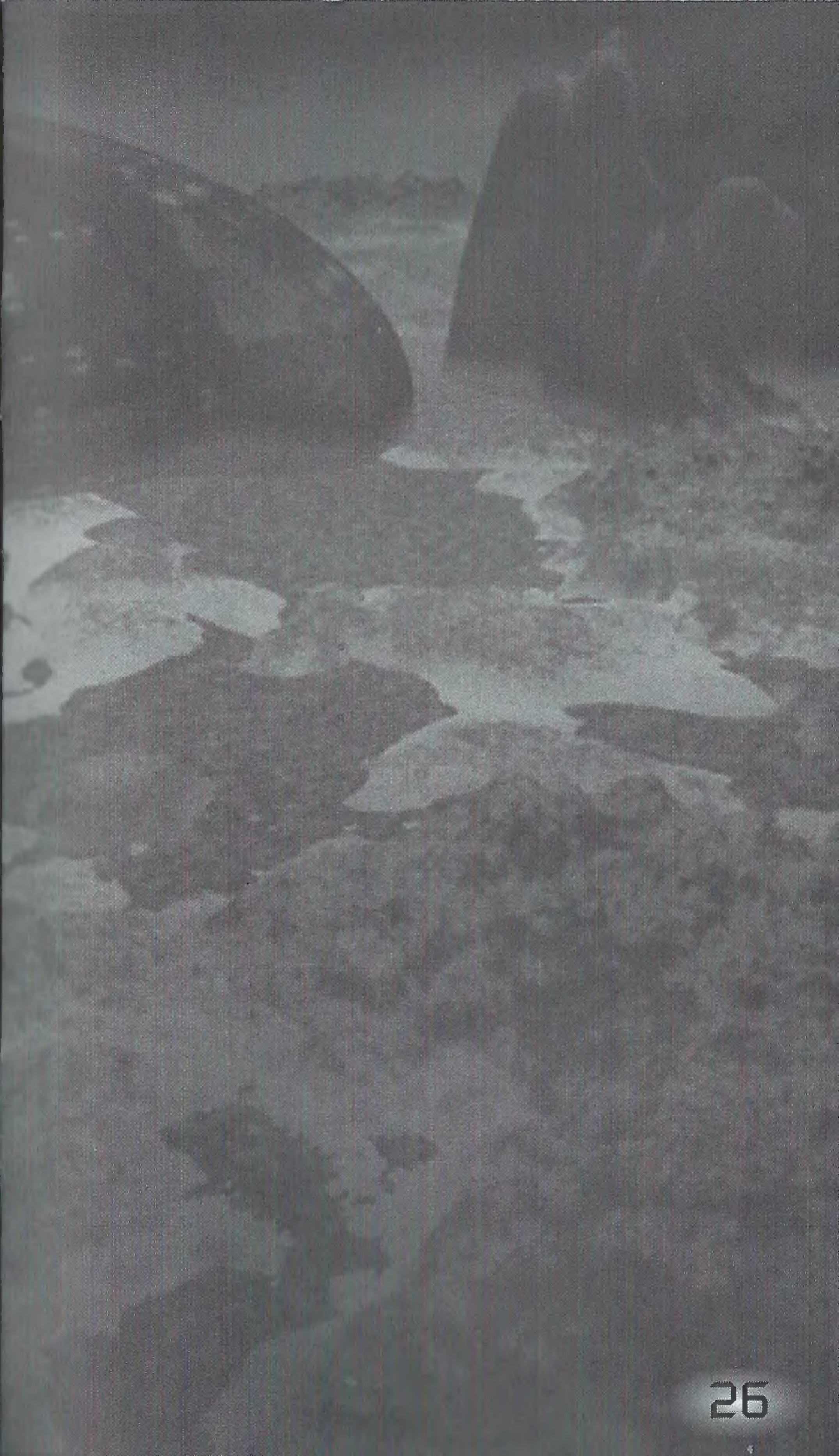
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Coming Soon to Genesis

Flashback

ARCADE CLASSICS



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